

BOISE VALLEY HORSESHOE LEAGUE

2024 RULES AND GUIDELINES (updated 04/03/24)

The BVHL has four divisions – Tuesday (1), Wednesday (2) and Thursday (1). Each Division will have a MAXIMUM of 8 teams in 2024 with four (4) players per team. Teams may have more than four (4) players on their roster, plus assigned subs, but only four (4) players can play during each weekly league match. League play begins at 6:30 p.m. in each Division; OFFICIAL LEAGUE STARTING TIME IS 6:30 P.M. WITH A 15-MINUTE LEEWAY.

The 2024 season will start Tuesday April 16, Wednesday April 17, and Thursday April 18, and will continue for 14 or 15 rounds with regular play ending July 23rd, 24th, and 25th. There will be no league play July 2nd, 3rd, or 4th (Tuesday, Wednesday, Thursday). Each team opposes the other teams in their respective Divisions twice (once at “home” and once “away” if possible). Playoffs are scheduled to begin Monday July 29th and finish Thursday August 1st. The season-end camp-out and tournament is scheduled and reserved for Thursday through Saturday, August 15th-17th, 2024.

at Black Sands Resort by Grandview, ID. No children (under the age of 21) or dogs are allowed at the Black Sands event.

NOTE: See last paragraph under “FORFEITS” about BYE rounds for divisions with less than 8 teams.

“Super Ringers” have been designated as the “official” shoe for league play and are usually provided by your sponsor. As reviewed at the 2016 pre-season meeting, the league will also allow the “American”. Other comparable shoes can be submitted for evaluation/consideration for the approved list and league will be notified when other shoes are approved for league activities. Effective in 2014 teams are allowed to bring their own set (A’s-home team & B’s-visitors). They must be a brand/model on the approved list and the opposing team can inspect to assure no modifications have been made. Teams shall use sponsor shoes if there appears to be modifications to personal shoes. In the event a brand/model is approved that does not have an “A” or “B” marking, the visitor is responsible for adequate identification. An “A” shoe painted is not an approved “B” shoe and cannot be used by visiting teams. Sponsors are instructed to request the driver’s license from player that gets shoes for that night – this will help ensure the shoes are returned to the bar. Effective with 2022 season sponsors are not required to provide shoes-it has been difficult and expensive to purchase the approved shoes. Most teams have sufficient sets, and we ask that all teams be flexible with sharing if a team does not have a personal set. **Home team will usually be expected to make sure there are shoes available.**

LEAGUE FEES:

TEAM SPONSOR FEE - **\$35 (effective 2024)**, payable once each season by no later than the second week. Invoices will be presented to each establishment by the League Manager. Sponsor fees are separate from team fees and are set aside for trophies and other awards. **Options to reduce award expenses are considered each season.**

2024 TEAM LEAGUE FEES - \$7.00 per player payable each week, total \$28.00. The TENTATIVE fees distribution is as follows (subject to change). **The breakdown is re-evaluated each season depending on number of teams. As of 04/03/24 there are 7 teams in Divisions A & C, 6 teams in Division B, and 8 teams in Division D. Because of increased costs for supplies, gas, equipment, food, and camping it may be necessary to reduce paybacks to offset expected expenses.**

\$2.75	Payback Fund at end of year (based on team wins @approx. \$3.14 per win)
\$2.50	Expense Fund
<u>\$1.75</u>	Party fund (see ** below)
\$7.00	

** Each player will be allowed 2 meals at the year-end barbecue and campout (**maximum 8 per team**). Additional meals for non-league members may be purchased for \$10.00 each. After payment of all league expenses, any funds remaining from the party fund may be added to the payback fund. Payback is made to teams based on the team’s total games won. There will be a \$5 entry fee for all players entering the tournament on Saturday at Black Sands **with 100% payback for the tournament.**

It is the team captain’s responsibility to make sure **\$28.00 (\$7.00 per player)** is in the envelope with the score sheets each week. **THE LEAGUE FEES TOTALING \$28.00 MUST BE PAID EACH WEEK - ABSOLUTELY NO EXCEPTIONS.** League fees for substitute players are to be paid by the player they sub for. Checks for multiple weeks is acceptable but should be for a minimum of ½ the season or the whole season. **Changes to bank account have occurred, so please write any checks directly to the League Manager, JADE BACUS.**

Effective with the 2014 season, teams not paying in full each week will be charged a \$5.00 late fee. An additional \$5 late fee will be charged every week until the fees in arrears are paid in full. Unfortunately, this late fee is against the entire team even though it may be an individual player that did not pay. If there are special circumstances, a written note of explanation must be placed in the envelope that night in order for the League Manager to consider waiving the late fee.

SUBSTITUTE PLAYERS: A member of any team with a ringer percentage of 10% or less may substitute for any other team during regular league play. Players subbing that have a ringer percentage greater than 10% that are not designated as an assigned player/sub for that team shall not exceed the player he/she is subbing for by more than 10% (example: a 15% player's sub cannot have a ringer percentage of more than 16.5%). **Exceptions are allowed if both team captains agree prior to starting the match. If there are questions and if possible, it is recommended you contact the League Manager to discuss. The ringer percentage limitation shall not apply to players designated on team rosters as extra players or team subs.**

Any member can be a regular player on more than one team (1 team per Division), but their standings will be kept separate for each Division. However, if a player is a member of more than one team, and both teams advance to the playoffs, that player must choose only one team to play for during the playoffs. Even if their chosen team is eliminated, they may not then play for another team during the playoffs. **Exceptions are allowed due to special circumstances, but only with the PRIOR approval of the League Manager.**

Effective in 2014, if a team has more than 4 players on the team that have played in at least 50% of that team's matches, that team can rotate players during the different nights of the playoffs. The 4 declared at the start of the night shall play the entire match. If the team advances in the playoffs, any four players from their team meeting the 50% requirement can be used in the subsequent matches. If a team with more than 4 players is unable to meet the 50% requirement for at least 4 players on their roster, no rotation during the playoffs will be allowed (i.e., they start and finish with the same 4 players). The league expects the regular players(s) will play, if available, but should a sub be needed, the regular player can be returned to the team the following night. Any sub used shall meet the requirements in the next paragraph.

If substitute players are needed during the league playoffs, the substitute player must have subbed at least once (for any team) during regular league, and his/her ringer percentage must not exceed the player he/she is subbing for by more than 10% (example: a 15% player's sub cannot have a ringer percentage of more than 16.5%).

Subs that have not played before, and therefore have not established a ringer percentage, shall NOT be allowed to sub for any player. They will establish a percentage after subbing once. However, since they do not have an established ringer percentage, **new subs ARE NOT ALLOWED to participate during the last four weeks of regular play or during the playoffs unless both team captains agree, and it is discussed with and approved by the League Manager.**

RESCHEDULED MATCHES: Rescheduling matches is highly discouraged for many reasons that affect league sponsors and teams.

- Reschedules are only allowed for extenuating circumstances. If only one or two people are going to be unavailable, make arrangements for a sub(s). The captain of the team requesting a reschedule must contact the opposing team captain at least two days prior to the regular scheduled night and notify the League Manager immediately of any change in matches. All reschedules will occur no later than 13 days from the original date (example: if the match was scheduled for Tuesday April 16th, the rescheduled match must be played no later than Monday April 29th). **No reschedules shall occur after Thursday July 11th, 2024.**

FORFEITS: If a team fails to show, the opposing team will pay weekly fees and play the scheduled 7 league games to receive their individual points and be credited with 7 team wins. The two players for each doubles game will pitch the shoes back and forth to each other, counting their individual points; when both players' total points reach at least 21, the game is over. **IT IS NOT NECESSARY TO HAVE A FULL 4-PLAYER TEAM TO PLAY; THE ONES WHO SHOW UP WILL BE ALLOWED TO PLAY BECAUSE THE TEAM OWES THE WEEKLY FEES ANYWAY. THE INDIVIDUAL OPPONENT(S) THAT WOULD PLAY THE MISSING PLAYER(S) WOULD SIMPLY TOSS AGAINST AN INVISIBLE PLAYER.**

NOTE: Commitment to the entire season is thoroughly explained to new teams. Forfeits are rare and will not be acceptable without a reasonable explanation. Because forfeits are unfair to **the entire league**, two team no-shows in a row may be cause for the team to be removed/replaced. The initial team will still be obligated for fees for all matches until the team is replaced and there will be no refund of fees already paid. If a team drops out and is not replaced, all scores (including the opposing team scores) will be backed out and standings will be calculated as if those matches were a BYE for the opposing team. This is necessary to put everyone in that division on even ground for team and individual statistics/awards. This is unfair, as a team might have worked hard for the scores,

they earned against the team that drops out. However, that is the fairest approach to the other teams that don't have the same opportunity. We try very hard to have the same number of teams in each Division – so everyone has equal chance for awards.

It may be necessary to incorporate a BYE round(s) into the schedule if there is an odd number of teams for any division. For the 2024 season BYES will not be played for statistics and teams will not pay for the BYE round(s). There are no team wins earned for BYE rounds. Weekly team standings will be determined based on a percentage of possible games played to date.

PLAY OF THE GAME AND POINT VALUE OF THE SHOE:

GAME - League play consists of 7 games. Choice of first pitch or follow shall be determined by the “toss of a coin or flip of a horseshoe”. A game is played to 21 points; however, a game must be won by 2 or more points and ALL points over 21 count for individual scores. If there is not sufficient scoring space provided for any game, use the provided "continuation sheets" or start a new sheet. Home teams have choice of which end of pit to start each game from.

INNINGS - The game is broken down into innings. Each inning consists of 4 pitched shoes, 2 by each contestant.

RINGER - A ringer is a “legal” shoe which comes to rest encircling the stake. A straightedge touching both heels or any part of the heel calks of the shoe must clear the stake in order for a shoe to be declared a ringer. A ringer has a value of 3 points. A double ringer has a value of 6 points.

SHOE IN COUNT - A “legal” shoe which is not a ringer but comes to rest with any portion of it within the heel-to-heel width (7 inches) of the Super Ringer Shoe of the stake is a shoe in count. A shoe in count has a value of 1 point. A “leaner” or any other shoe which is touching the stake (but not a ringer) is considered a shoe in count and has a value of 1 point. A leaning shoe has no value over an opponent's shoe touching the stake; they are “canceled” points. **(CLARIFICATION AND CONFIRMATION OF THIS RULE REVIEWED AUGUST 27, 2004)**

SHOE OUT OF COUNT - A shoe which comes to rest farther than a Super Ringer shoe's width (7 inches) from the stake is a shoe out of count and has no scoring value. A shoe which is declared to be a foul shoe (refer to the “**foul shoe**” rule below) is a shoe out of count, no matter where it comes to rest.

FOUL SHOE - A foul shoe is a shoe which was delivered in non-compliance with one of the rules of the game. It scores as a shoe out of count and is to be removed from the pit (if it is in the scoring radius of the stake) before any more shoes are pitched. Shoes already in the pit that have been disturbed by a foul shoe are not to be removed and they shall remain as they now lay.

The following are rule violations that may be called by the opposing contestant, the penalty for which is to declare the shoe a foul shoe: (A) any shoe pitched when the contestant has stepped on or over the foul line; (B) any shoe which contacted the background, court frame, or any ground outside the pit before it came to rest; (C) any shoe that leaves a contestant's hand once the final forward swing of the delivery process has started shall count as a pitched shoe. If it touches any ground outside of the target pit, it shall be counted as a foul shoe. A shoe that is accidentally dropped by a contestant before the final forward swing has started shall not be considered a foul shoe and may be picked up and repitched.

CLARIFICATION AND CONFIRMATION OF THIS RULE REVIEWED WITH MEMBERS AT TEAM MEETING February 16th, 2013. Any shoe pitched when the contestant, during the delivery, has stepped on or over the foul line before releasing the shoe IS A FOUL. Fouls can only be called by team members playing in that particular game (no spectators or other team members not playing in that game). Also, fouls must be called BEFORE the next player throws a shoe. If there is a dispute, team captains will work together to resolve the issue. Please be polite and considerate when calling a foul.

BROKEN AND CRACKED SHOES.

BROKEN SHOES - If a shoe breaks into 2 or more parts when it hits the stake or lands in the pit, the parts shall be removed, and another shoe shall be allowed to be pitched in its place. If the shoe broke when striking the backboard or other “foul” ground, it is a foul and may not be repitched.

If a shoe has landed in the pit and becomes broken by having another shoe land on it, it shall be scored as it appears to lie. If there is any disagreement, team captains shall determine the scoring for the inning or void it and order it to be repitched.

CRACKED SHOES - If a shoe is discovered to be cracked (but not completely broken in two), it shall be scored as it lays, then it shall be replaced.

BROKEN STAKES - A broken stake is defined as any stake not in the same position as when the game started, and when both contestants agree that it is broken. When a stake breaks during an inning, the game shall be discontinued at the end of the previous inning and the stake replaced. If a stake breaks as the result of being struck by the fourth shoe of an inning and both contestants agree as to the result of the inning, then it shall be counted. If they cannot agree, then the team captains shall either determine the scoring for the inning or void it and order it to be repitched.

PITCHING DISTANCES:

MALES - Pitching distance for men shall be 40 feet between the bottoms of the stakes, with a foul line 3 feet in front of each stake; toe grip is allowed. All men contestants shall pitch from on or behind the full-distance platforms adjacent to the pits and observe the 37-foot foul lines. The senior players' foul line shall be the same as the female distance. Players qualify for the "senior" status at age 65 or above. **Special allowance for an additional 3 feet for players 75 or older or those with special physical problems will be at the discretion of the League Manager.**

FEMALES - When women play on a court constructed for men (40 feet pitching distance), foul lines are to be marked 7 feet in front of the men's foul line (10 feet in front of each stake). All female contestants may pitch from any place on the full-distance or extended platforms and observe the 10-foot foul lines.

FEMALE and SENIOR foul lines shall be clearly marked before the start of each weekly match. This shall be the responsibility of the home team. Permanent markers are recommended. If permanent markers are not installed, the sponsoring bar is expected to provide spray paint for marking these lines on a weekly basis during league season.

LEAGUE PLAYOFFS: At the end of regular league play, there will be a league championship playoff among the top 3 or 4 teams of each division (Tuesday, Wednesday, and Thursday) - total of 12 or 16. The playoff will be single elimination in a race-to-4 format. A playoff bracket will be presented to the captains/members later in the season.

LEAGUE TROPHIES:

TEAM - Trophies (or framed awards) will be presented to the players of the First Place Team in each Division and their sponsor. Trophies will also be presented to the players of the team winning the League Championship Playoff. Starting in 2009 a roving championship trophy will be displayed in the sponsoring bar.

INDIVIDUAL (EACH DIVISION) MEN AND WOMEN - Awards will be presented for most points, most ringers, and most doubles.

MISC - The weekly grooming of the pits will be primarily the responsibility of teams and not necessarily the bars. We do ask that the bars be cooperative in keeping sufficient and appropriate sand in the pits, making repairs when needed, and making sure all stakes are STURDY and up to official requirements (no larger than one inch in diameter and the top of each stake shall extend not less than 14 inches nor more than 18 inches above the level of the pitcher's platform on each side of the stake, with a 3-inch incline toward each other). However, players are encouraged to help their sponsor (provide experienced labor) when needed or requested to keep the pits acceptable for league functions. **Sponsors are required to keep the general playing area clean and free of debris or animal droppings prior to the start of play each league night. For safety of the players and animals, dogs must be kept out of the play area during league or tournament play.**

Be respectful of each other and please don't be a pain.

Each team is to score its own games.

Team captains are to resolve issues at hand, and it was deemed unnecessary to have a rules committee.

The team game may be played at any time during the evening, at the discretion of the home team.

While the official league starting time is 6:30 and you have a 15-minute leeway and then may start at 6:45, please be courteous and cooperative. If you know your team is going to be late for a GOOD reason, PLEASE call your opposing team to inform them of what is going on. Remember to treat other team members as you wish to be treated. **THIS IS ALL FOR FUN AND WE WANT NO TROUBLE.**

NOTE: Some items in RED in this document are not necessarily rule changes but may be in RED just to emphasize the rule or subject. Other than possible changes in fee allocations, sponsor fees and some clarifications, as of 03/25/24, no other rule changes are anticipated for the 2024 season. The previous rule allowing for a sub with a percentage of up to 20% more than player for the first two weeks was removed in 2023.

HAPPY PITCHING TO ALL

Questions?? - Contact Jade Bacus, League Manager (Cell 602-3556)